above describes operation on two different sites (avatar customization and E store), the operation can be done on a single site.

[0087] Also, the inventors intend that only those claims which use the words "means for" are intended to be interpreted under 35 USC 112, sixth paragraph. Moreover, no limitations from the specification are intended to be read into any claims, unless those limitations are expressly included in the claims.

[0088] The computers described herein may be any kind of computer, either general purpose, or some specific purpose computer such as a workstation, running any program.

[0089] The programs may be resident on a storage medium, e.g., magnetic or optical, e.g. the computer hard drive, a removable disk or other removable medium. The programs may also be run over a network, for example, with a server or other machine sending signals to the local machine, which allows the local machine to carry out the operations described herein.

What is claimed is:

1. A method, comprising:

registering an item in a user account;

presenting a user interface to users that allows customizing said item to create a customized item based on said item registered in said user account;

storing customization information indicative of the customized item in said user account; and

based on item information in said user account including said customization information, creating a tangible version of the customized item based on said customization information.

2. A method as in claim 1, further comprising presenting a virtual version of the customized item on a website as a virtual customized item with which one can interact on the website.

3. A method as in claim 2, further comprising creating said virtual customized item on said website.

4. A method as in claim 1, wherein said customization information comprises a first code and a second code.

5. A method as in claim 2, wherein said item is an item of clothing of a type wherein said virtual customized item can be worn by an avatar on the website.

6. A method as in claim 2, wherein said item is a room furnishing, and said virtual customized item is a decoration for a virtual room on the website.

7. A method as in claim 4, wherein said first code causes said virtual customized item to be shown on said website when entered into said website.

8. A method as in claim 4, wherein said second code permits creating said tangible version of the customized item.

9. A method as in claim 8, wherein said second code permits purchase of said tangible version of the customized item.

10. A method as in claim 4, wherein said first code is provided directly to said website and automatically causes said virtual customized item to be created on said website.

11. A method as in claim 10, further comprising an obscenity filter which limits the customizing based on detecting at least one of proscribed content and obscenity.

12. A method as in claim 2, wherein said virtual customized item and said tangible version have precisely the same look.

13. A method as in claim 2, wherein said virtual customized item and said tangible version have a different look but are based on the same customization information.

14. A method as in claim 2, further comprising virtually caring for the virtual customized item for by a user.

15. A method as in claim 14, wherein said virtually caring for the virtual customized item changes a parameter in said user account that is associated with said virtual customized item.

16. A method as in claim 15, where said parameter includes multiple parameters representing health, happiness and hunger of a virtual persona of the virtual customized item.

17. A method as in claim 15, further comprising virtually training said virtual customized item by said user.

18. A method as in claim 17, wherein said virtually training changes a parameter in said user account associated with said virtual customized item.

19. A method as in claim 18, wherein said parameter includes multiple parameters representing skills, attributes and talents that allow interacting with the virtual customized item.

20. A method as in claim 15, wherein said virtual customized item is registered based on a code that is associated with a tangible product that is purchased by the user.

21. A system, comprising:

a server computer that creates a user interface on a website, that accepts a code to register an item, and based on said registering, that stores information indicative of an avatar in a user account, wherein said avatar is indicative of said item, and said registering allows a user to enter customization information, said customization information including information that customizes said item; and

an interface part that produces outputs to create a customized version of said item based on said customization information to produce a tangible version of said item based on said customization information.

22. A system as in claim 21, wherein said computer further comprises an obscenity filter which limits the customization information based on detecting at least one of obscenity and proscribed content.

23. A system as in claim 21, wherein said website creates a virtual representation of said item on said website.

24. A system as in claim 21, further comprising a remote device that creates said tangible version.

25. A system as in claim 21, wherein said item is an item of clothing of a type wherein a virtual representation of said item can be worn by a character on said website.

26. A system as in claim 21, wherein said item is a room furnishing, and a virtual representation of said item is used to decorate a virtual room on said website.

27. A system as in claim 21, wherein said information is a first code which, when entered into the website, causes a virtual version of said customized item to be shown on said website.

28. A system as in claim 21, wherein said outputs include a second code which is redeemed to obtain said tangible version of said item.

29. A system as in claim 21, wherein said outputs include a first code which is entered into the website to cause a virtual version of said item to be shown on said website, and a second code is redeemed to create said tangible version of said item.

30. A system as in claim 21, further comprising another website, said other website accepting a character code to obtain a virtual character on said other website, and wherein said virtual character interacts with a virtual version of said item.